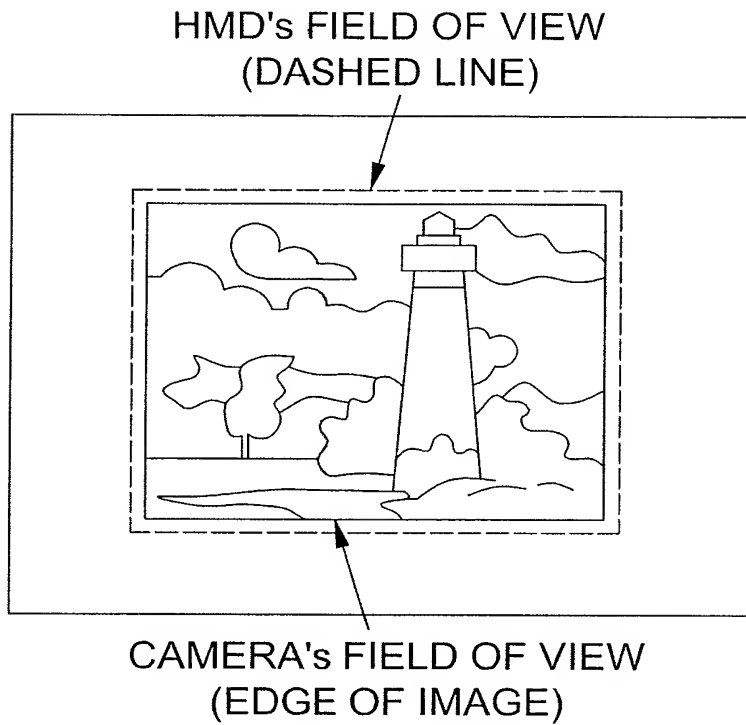
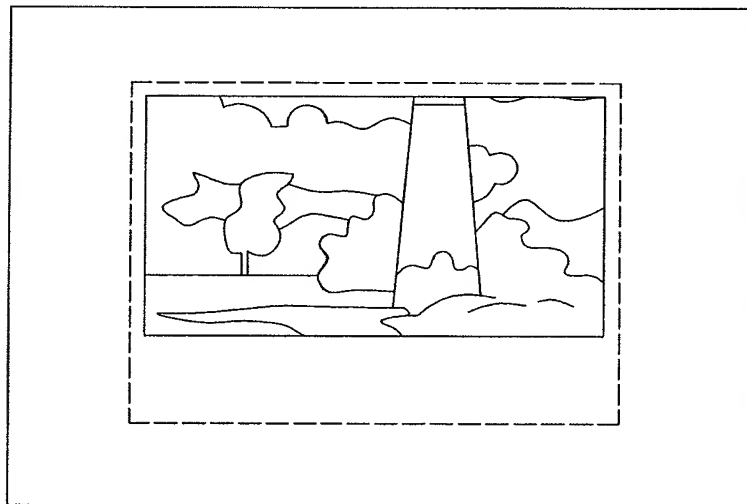


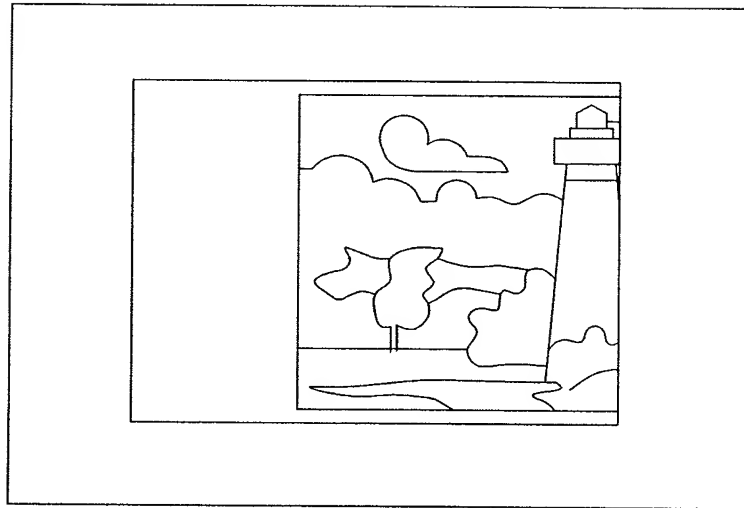
**FIG. 3a**  
NORMAL DISPLAY  
OF IMAGE



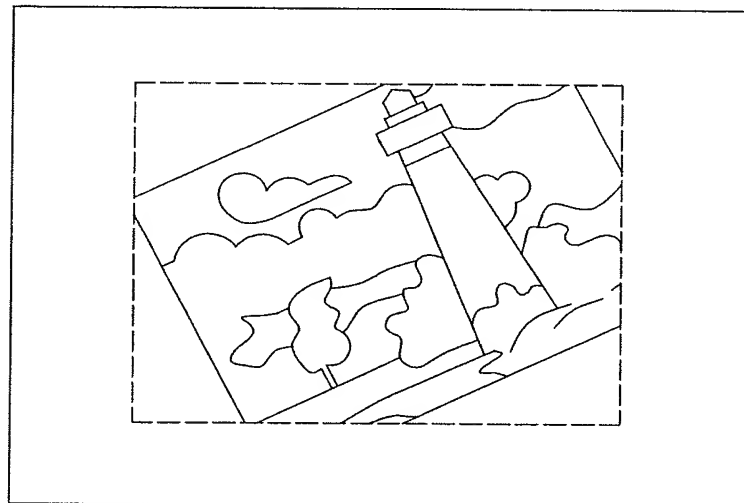
**FIG. 3b**  
VERTICAL OFFSET  
OF IMAGE



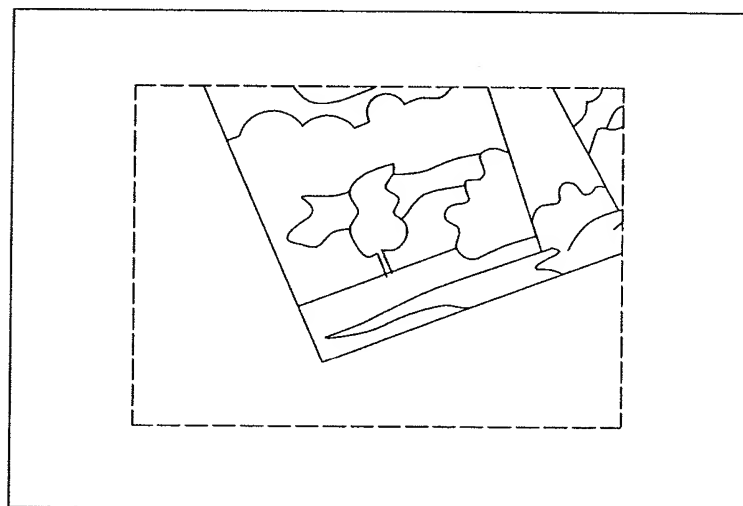
**FIG. 3c**  
HORIZONTAL  
OFFSET  
OF IMAGE



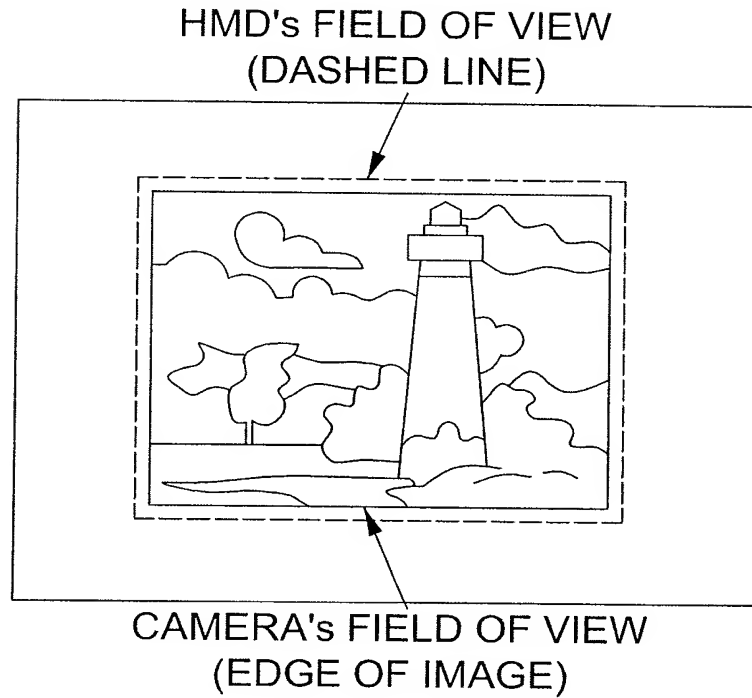
**FIG. 3d**  
ROTATION  
OF IMAGE



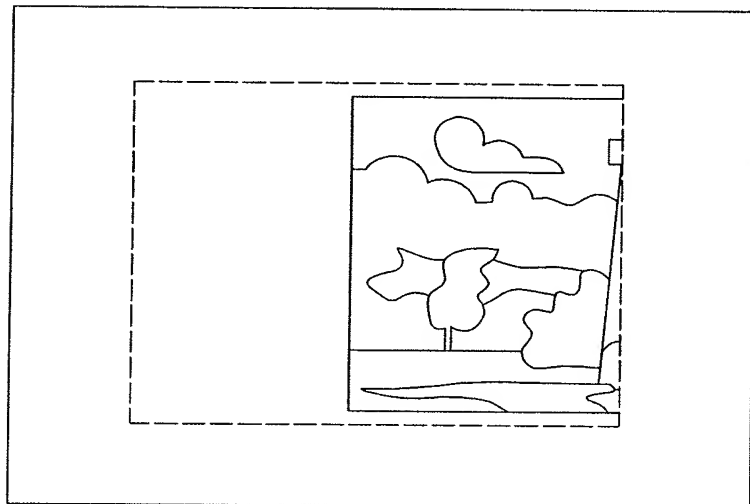
**FIG. 3e**  
VERTICAL AND  
HORIZONTAL  
OFFSETS  
IN ADDITION TO  
ROTATION  
OF IMAGE



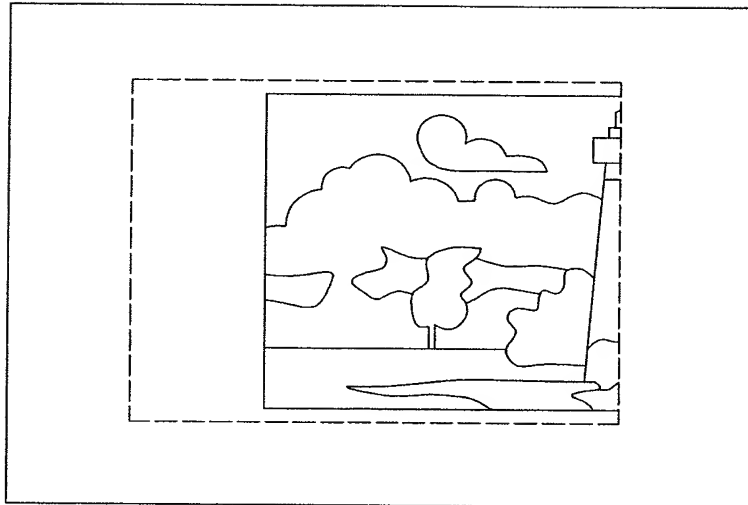
**FIG. 4a**  
INITIAL VIEW



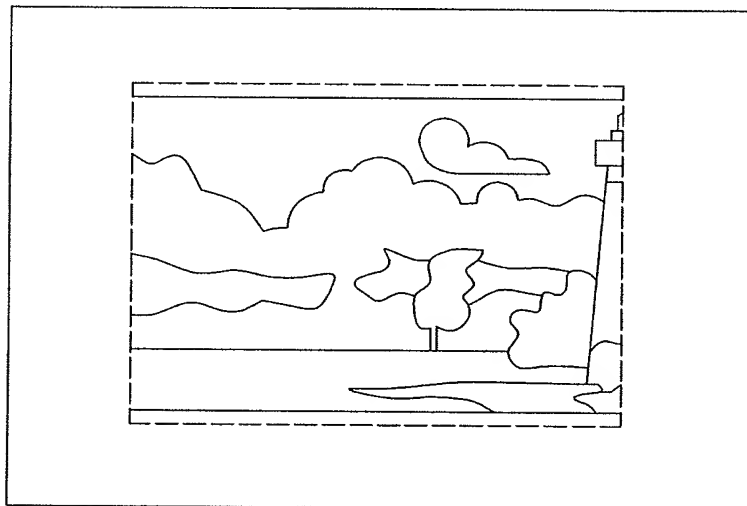
**FIG. 4b**  
DISPLAYED IMAGE  
AS HEAD TURNED  
TO THE LEFT



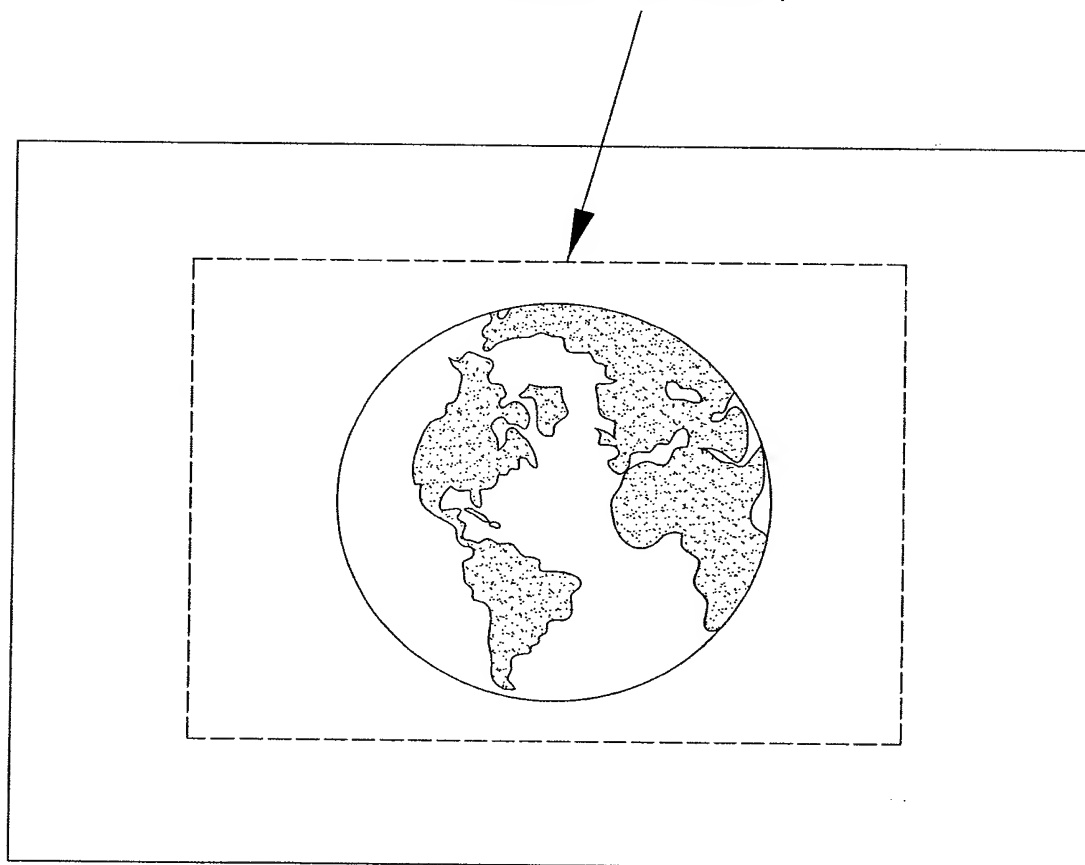
**FIG. 4c**  
DISPLAYED IMAGE  
WITH CAMERA  
CATCHING UP



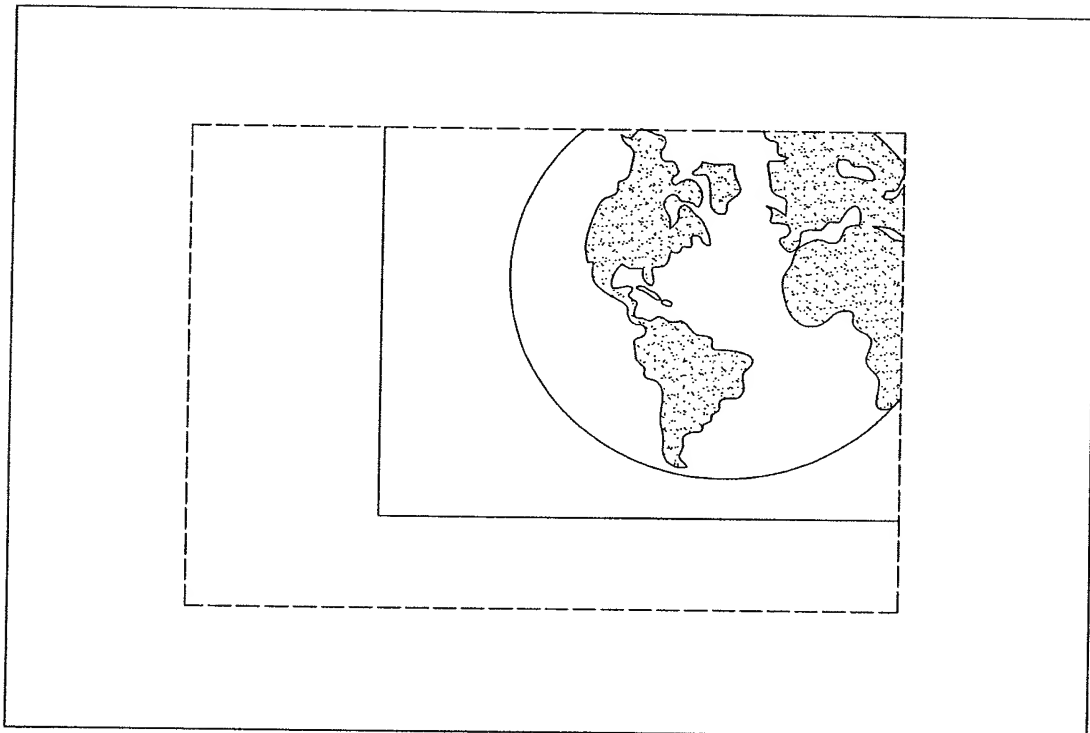
**FIG. 4d**  
DISPLAYED IMAGE  
WITH CAMERA  
CAUGHT UP



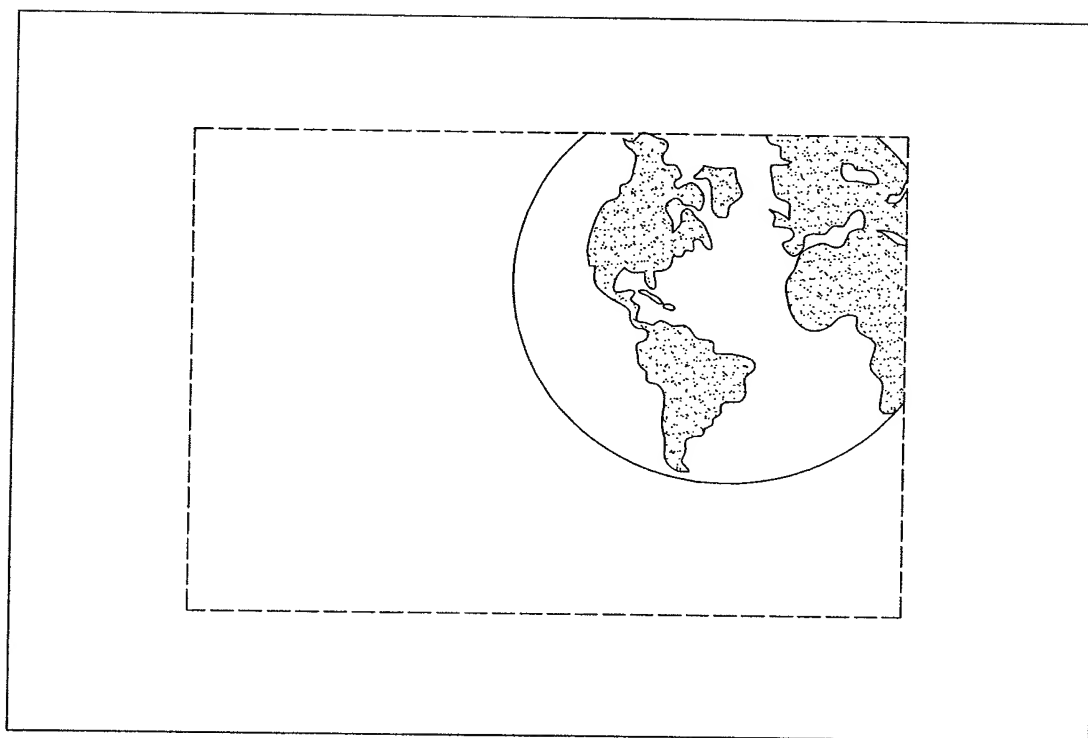
HMD's FIELD OF VIEW  
(DASHED LINE)



**FIG. 8**



**FIG. 9**



**FIG. 10**